(18.) Please amend page 15, lines 25 to 30 as follows:

Since the video stream is continuous, the receiver normally removes packets from the buffer at a rate equal to that of the transmitter. When the client begins receiving a selected stream, the system accumulates received packets in the buffer until the receive buffer contains some number of packets. In the present invention, the buffer level is nominally set to 20. The system then begins removing and displaying the received packets as a video image 78. Note that this process introduces some delay into the system - the delay equals the amount of time required to receive 20 packets.

In the Claims:

Please amend claim 1 as follows:

1. A surveillance system having a wireless, portable monitoring module for use in connection with a video/image surveillance system having a remote camera, comprising:

a. A remote camera for collecting and transmitting digital signals representing video/images in the range of the camera;

b. A hub for receiving the signals;

c. A transmitter associated with the hub for transmitting the signals via a wireless transmission system;

d. A portable monitoring station having a receiver associated therewith and adapted for receiving the signals transmitted by the transmitter for displaying the signals as a video/image display thereat.

Please amend claim 4 as follows:

4. The surveillance system of claim 3, wherein the plurality of signals generated by the camera includes a QSIF signal.

Please amend claim 11 as follows:

11. The surveillance system of claim 10, wherein the transmitter and the receiver is an 802.11 type.

Please amend claim 12 as follows:

12. The surveillance system of claim 10, wherein the transmitter and the receiver is a wireless IP type.

Please amend claim 20 as follows:

20. The surveillance system of claim 13, wherein the camera control signals include encoder configuration controls.

Please amend claim 25 as follows:

25. The surveillance system of claim 24, wherein the flow of information through the buffer memory is utilized to indicate a signal strength of the signal transmitted from the hub to the portable module.

Please add new claims 42-48, which contain no new matter, as follows:

42. A method for receiving a multicast stream, comprising:

receiving multicast traffic from a plurality of multicast cameras at a wireless unicast server and at a switch;

selecting, by the wireless unicast server, a desired multicast stream as defined by a wireless client;

forwarding, by the wireless unicast server, the selected multicast stream to the switch;

blocking, by the switch, the multicast traffic;

forwarding, by the switch, the selected multicast stream;

receiving, by a wireless hub, the selected multicast stream; and

forwarding, to the wireless client, the selected multicast stream.

43. A method for receiving a multicast stream, comprising:

receiving multicast traffic at a wireless unicast server and at a switch;

selecting, by the wireless unicast server, a desired multicast stream as defined by a wireless client;

forwarding, by the wireless unicast server, the selected multicast stream to the switch;

blocking, by the switch, the multicast traffic;

forwarding, by the switch, the selected multicast stream; and

receiving, by the wireless client, the selected multicast stream.

44. A method for receiving a video stream, comprising:

requesting, by a wireless client, a desired video stream;

receiving, by a wireless unicast server, the request;

opening, by the wireless unicast server, a socket to a multicast video source;

if the multicast video source socket has been opened, opening, by the wireless unicast server, a unicast socket to the wireless client; and

receiving, from the multicast video source, the desired video stream at the wireless client.

45. A method for determining a radio frequency link performance, comprising:

receiving packets via a wireless network from an originating video source;

placing the packets in a buffer;

removing the packets from the buffer in a first-in, first-out sequence according to timestamps generated by the originating video source;

receiving the packets at a video decoder;

displaying the packets on a display screen; and

if the rate of placing the packets in the buffer decreases below a threshold, determining a radio frequency link performance.

46. A method for determining a radio frequency link performance, comprising:

receiving packets via a wireless network from an originating video source;

placing the packets in a buffer;

removing the packets from the buffer in a first-in, first-out sequence according to timestamps generated by the originating video source; and

if the rate of placing the packets in the buffer decreases below a threshold, indicating a decreased radio frequency link performance on a screen adapted to display the packets.

47. A method for determining a radio frequency link performance, comprising:

receiving packets at a buffer from an originating video source;

removing the packets from the buffer according to timestamps generated by the originating video source; and

indicating a rate of placing the packets in the buffer, wherein the rate indicates a radio frequency link performance.

48. A method for determining a radio frequency link performance, comprising:

receiving packets at a buffer from an originating video source;

removing the packets from the buffer according to timestamps generated by the originating video source; and

indicating a rate of placing the packets in the buffer and removing the packets from the buffer, wherein the rates indicates a radio frequency link performance.